

Caitlin Standifer

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Interaction Design MFA candidate at SVA (graduating May 2028) with four years of professional product and web design, seeking a summer 2027 internship in creative technology, physical computing, or UX. I design and build interactions that connect screens and physical objects, from mobile apps and design systems to sensor-driven instruments and phone-controlled games. Seventeen years in specialty retail and coaching shape how I listen to users.

EDUCATION	School of Visual Arts (SVA) · MFA, Interaction Design New York, NY	EXPECTED MAY 2028
	Coursework: Physical Computing, Interaction Logic, UX/UI Essentials, Research Methods, Histories of Design	
	Belmont University · BBA, Entrepreneurial Studies Minor, Political Science Nashville, TN	2012
	NCAA Division I Cross Country and Track (All-Conference)	
	DesignLab · UX Academy, UX Design Certificate	2022

PROJECTS	Abacus · Physical Computing, SVA	FALL 2026, IN PROGRESS
	- Designing a tactile, screen-free looping sequencer that new and seasoned musicians can play together, grounded in community research on urban isolation. - Each rod is a step and its disc count picks a pentatonic note, read by Hall effect sensors on a Teensy 4.1 and sent as MIDI.	
	Serpentine 3D · Creative Coding	FALL 2026, LIVE
	- Grew a group-built browser rhythm game into a big-screen version where you are the snake: tilt a phone to steer and jump for real to clear hurdles. - Built a peer-to-peer phone controller (PeerJS) that reads motion sensors to detect jumps, plus a two-player versus mode and Three.js camera views.	
	Frank & Frazzle · Creative Coding, p5.js	FALL 2026, LIVE
	Coded two virtual creatures with moods, idle behaviors, and poke, hug, and feed interactions for mouse or phone.	
	samesong · Social Concert App Product & Interaction Designer	FALL 2025, CONCEPT
	Created the brand and full onboarding flow, from first launch to finding friends, informed by a user poll and competitive review, with ProtoPie motion prototypes.	

EXPERIENCE	Graduate Assistant, Physical Computing · School of Visual Arts	SEP 2026 – PRESENT
	Support instruction and lab sessions, helping classmates debug circuits, code, and prototypes.	
	Product & Web Designer · Singletrack Studio (Freelance)	OCT 2022 – PRESENT
	- Redesigning the Mechanical Engineering and OWRE websites for Colorado School of Mines (contract since Sep 2025), working directly with department heads and students. - Designed responsive websites, design systems, and brand identities for clients including University of Denver, ShyActive, and Full Cycle Bikes, partnering with developers on CMS builds.	
	Product Designer · Dyver (Contract)	JAN 2023 – FEB 2025
	- Partnered with the founder to design the MVP of a dive log and social app, defining navigation, interaction patterns, and core flows from concept to App Store launch. - Built and managed the Figma design system: 200+ foundational styles and 150 components for a scalable product. - Ran surveys, user interviews, and usability tests before launch; findings drove a modular grid overhaul that improved usability on larger screens.	
	Creative Strategist & Triathlon Sales Manager · Full Cycle & Colorado Multisport	JUN 2017 – FEB 2025
	- Designed email, social, and e-commerce content for the shops' triathlon and backcountry ski audiences, growing the community to 25,000+ subscribers and followers. - Led sales, marketing, and buying for the triathlon department; consistently top salesperson in triathlon, road, and gravel.	

SKILLS	DESIGN	UX and Interaction Design, UI and Visual Design, Design Systems, Prototyping, Motion Design, Accessibility
	RESEARCH	User Research, Usability Testing, Surveys and Interviews, Community and Field Research
	CREATIVE TECH	Physical Computing, Arduino, Teensy, Sensors, MIDI, p5.js, Three.js, Peer-to-Peer Web
	LANGUAGES	JavaScript, Python, C, HTML/CSS
	TOOLS	Figma, Adobe Creative Cloud, ProtoPie, Rive, Arduino IDE, Claude Code

BEYOND	Triathlon and running coach since 2014; former professional triathlete and 2020 U.S. Olympic Marathon Trials qualifier.
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